



2015 ADULT MEN'S Slowpitch

Aberdeen Parks & Recreation

360-537-3230

Fri. May 1,	First Day for Field Reservations
Fri. May 1,	Registration Deadline Accompanied by Team Checklist and \$870.00
Mon. May 18,	League Play Begins
Fri. May 29,	Player Transfer Deadline

BAT INFORMATION

Players will be allowed to use bats that are on the 2015 approved bat list in either ASA or USSSA.

ADULT SLOWPITCH RULES

1. We are using ASA rules.
2. Players must be eighteen (18) years of age prior to their appearance in any league play.
3. All at-bats will begin with a one-ball and one-strike count. Batter will be declared out if he/she hits a second foul ball after he/she has had two strikes.
4. The minimum number of eligible players to begin the game will be 8.
5. Games must start on time. No grace period. No rescheduling of any games after the schedule is done.
6. Home team will be responsible for the official scorebook.
7. Three (3) forfeits in a season will automatically disqualify a team from further league participation without a refund.
8. If an umpire does not show for the game, you have two options. 1) To play the game without an umpire and score will stand. 2) Not to play, we will reschedule the game.
9. Rainouts will not be decided before 4 p.m. on game day. Announcements will be made on the Parks Department's Activity Information Line 537-3242, after 4 p.m. Please don't call before 4 p.m.
10. All protests must be announced before the next pitch during the game, and submitted in writing, no later than 5 p.m., the day following the game in question. Only rule interpretations will be questioned. All protests must be accompanied with \$25.00. If the protest is allowed, the money will be refunded. If not, the team forfeits the \$25.00.
11. Please remember that city ordinance does not permit alcohol in any park. Violators may be prosecuted. Smoking will not be permitted on the field, dugouts, or within 25 feet of the concession stand.
12. Any fighting or Flagrant ejection's (one in which the player or coach physically or verbally attacks the umpire, scorekeeper or other participant(s) before, during, or after the game), will result in a minimum suspension of two games. The ejected player or coach must set up a meeting with the Aberdeen Parks & Recreation Department and be successfully reinstated before participating again. A Non-Flagrant ejection (one in which the player or coach is ejected for any other reason) will result in that player missing the rest of the game. If the ejection occurs during the last game of the season, the ejected participant must miss the next two games (post season or the next recreational season).
13. Players attempting to tag a runner without having possession of the ball (fake tag) may be ejected from the game.
14. No steel-cleat shoes will be allowed.
15. No jewelry allowed.
16. The pitcher may pitch from the Pitching Plate or from the Pitching area, an area the width of the Plate and up to six feet behind the Pitcher's Plate. The pitcher must establish a pivot foot and the pivot foot must be in contact with the pitching area when the pitched ball is released.
17. The pitched ball must have an arc of at least 6 feet from the ground while not exceeding a maximum height of 10 feet from the ground.
18. Home team must provide an optic yellow back-up ball which meets the current ASA standards.
19. Mercy Rule - Any team leading by at least 10 runs after five innings or at least 15 runs after 4 innings or at least 20 runs after 3 innings is declared the winner.

20. Substitution by ASA Rule. However, teams do have the option of playing with an unlimited batting order. These players will be considered EP's.
21. Teams are responsible for care of the fields while occupying them, with liability to damage to said areas.
22. At the end of the scheduled league play, if there is a tie for any league standing, those teams involved in the tie shall be awarded the same standings and there will be no games to play-off any ties.
23. Players must be attired in "like and appropriate" jerseys.
24. Any bleeding must be stopped and items with blood must be removed before the player may continue.
25. If a player/coach from either team casually cusses and the umpire believes that the fans could hear it, both teams will receive a warning from the umpire. After the warning, if a player/coach casually cusses at anytime during the game, the next batter for the team that just cussed is out.
26. There will be a 1 hour & 15 minute time limit. If one team is ahead of another there will be no new inning started after 1 hour & 15 minutes. If the game is tied after 1 hour & 15 minutes, we will use the "international tie breaker" rule. Each team will place the last person in the batting order, from the previous inning, on second base. The inning will then proceed as usual, like the last inning of the game.
27. "Plus 2 Home Run Rule". If team "A" hits two home runs, they cannot hit another one until team "B" hits one. No team can be more than two home runs ahead of the other. Any additional "over-the-fence" homeruns will be ruled a dead ball out. Any fly ball touched by a defensive player which then goes over the fence in fair territory, will be declared a four base award and shall not be declared an out.
28. Teams will be allowed one Courtesy Runner. The courtesy runner will be the person making the last out. The person needing the courtesy runner must be identified at the pre-game meeting with the Umpire and must be part of the starting line-up. The privilege of a courtesy runner cannot be transferred to another player after the start of the game. After announcing that you want the use of a courtesy runner, you must use one every time the identified batter reaches base safely. If you fail to insert the courtesy runner prior to the next pitch, you will lose the privilege for the remainder of the game.
29. Official Warnings: Umpires can give 'Official Warnings' to players and coaches this year. If a player or coach receives an 'Official Warning' the umpire will report that to the league director. Anyone receiving three (3) 'official warnings' over the course of the season will be suspended for, minimum, two games (one night). Anyone receiving four (4) 'official warnings' during the season will be suspended for, minimum, the remainder of the season. Please note that players may be ejected without any prior warnings from an umpire.

ILLEGAL PLAYERS - If a player participates in a game illegally, the game is then considered a forfeit. The second time that a team has a player that participates illegally, the game is considered a forfeit and the coach will have a one game suspension. The third time that a team is caught playing a player illegally, the game is considered a forfeit and the coach will be suspended for one year from any Aberdeen Parks & Recreation program. The same sanctions hold for players who are caught playing illegally more than once.

PLAYERS RESPONSIBILITIES - As a player on a city league slowpitch team, you are responsible for your actions before, during and after your game. You must act responsibly and within the league rules at all times. Please be sure that your children are watched by another adult at all times.

TRANSFERRING TEAMS - Transfer deadline is May 29th. When transferring, players may only play on one team per week and may not play more games during the season than any one team is scheduled. It is the players' responsibility to contact the Aberdeen Parks & Recreation office by 5:00 p.m. the day of the transfer for approval. If a player participates without permission, they will be considered an illegal player.